

Figure 1

Prior Art

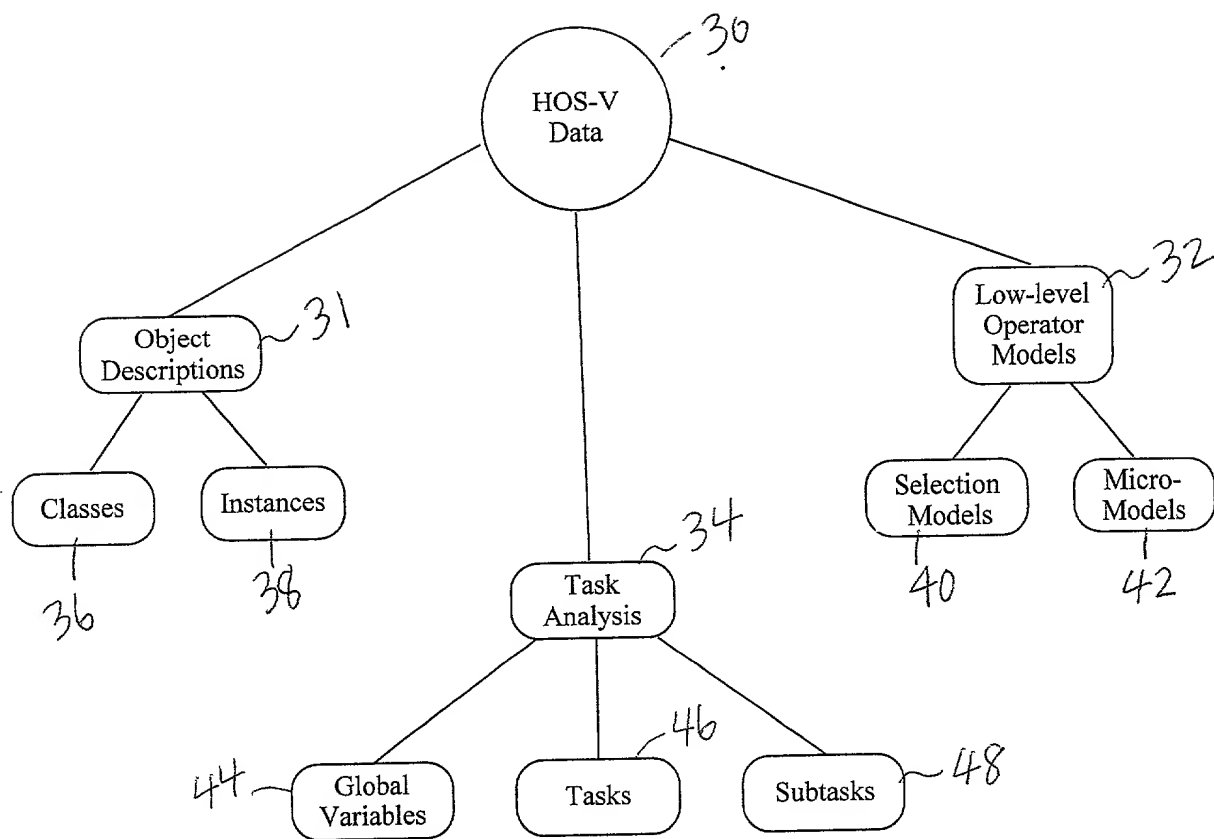


Figure 2

Prior Art

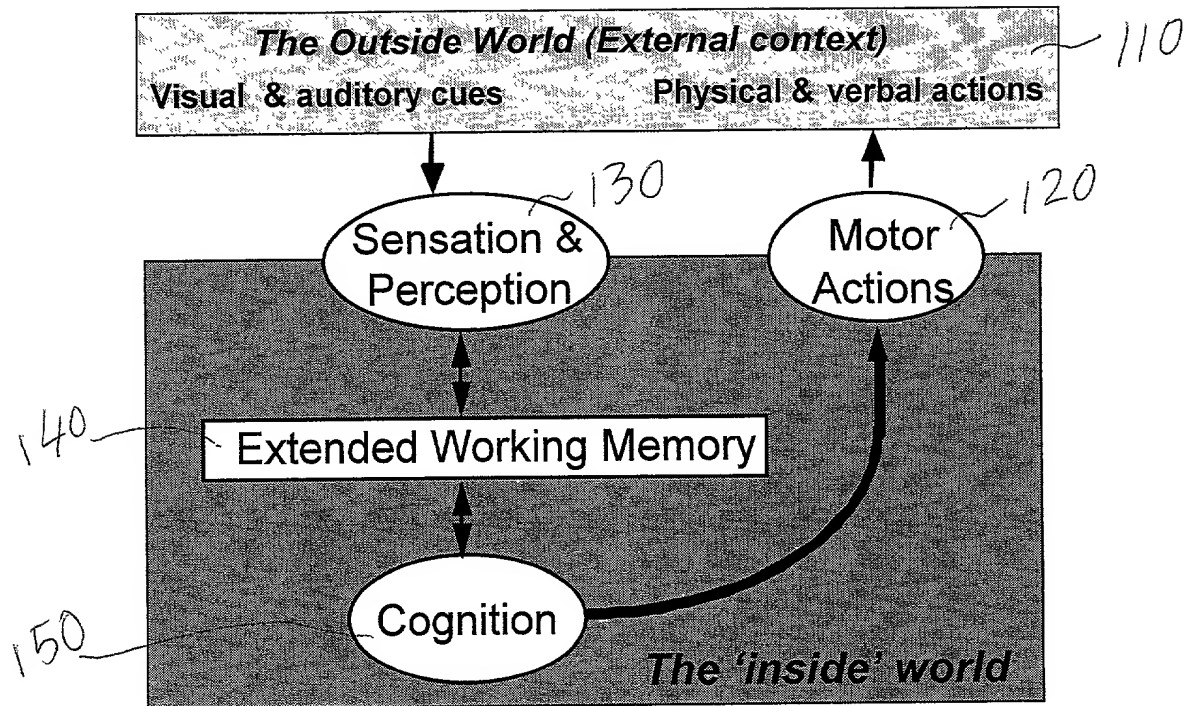


Fig. 3

Prior Art

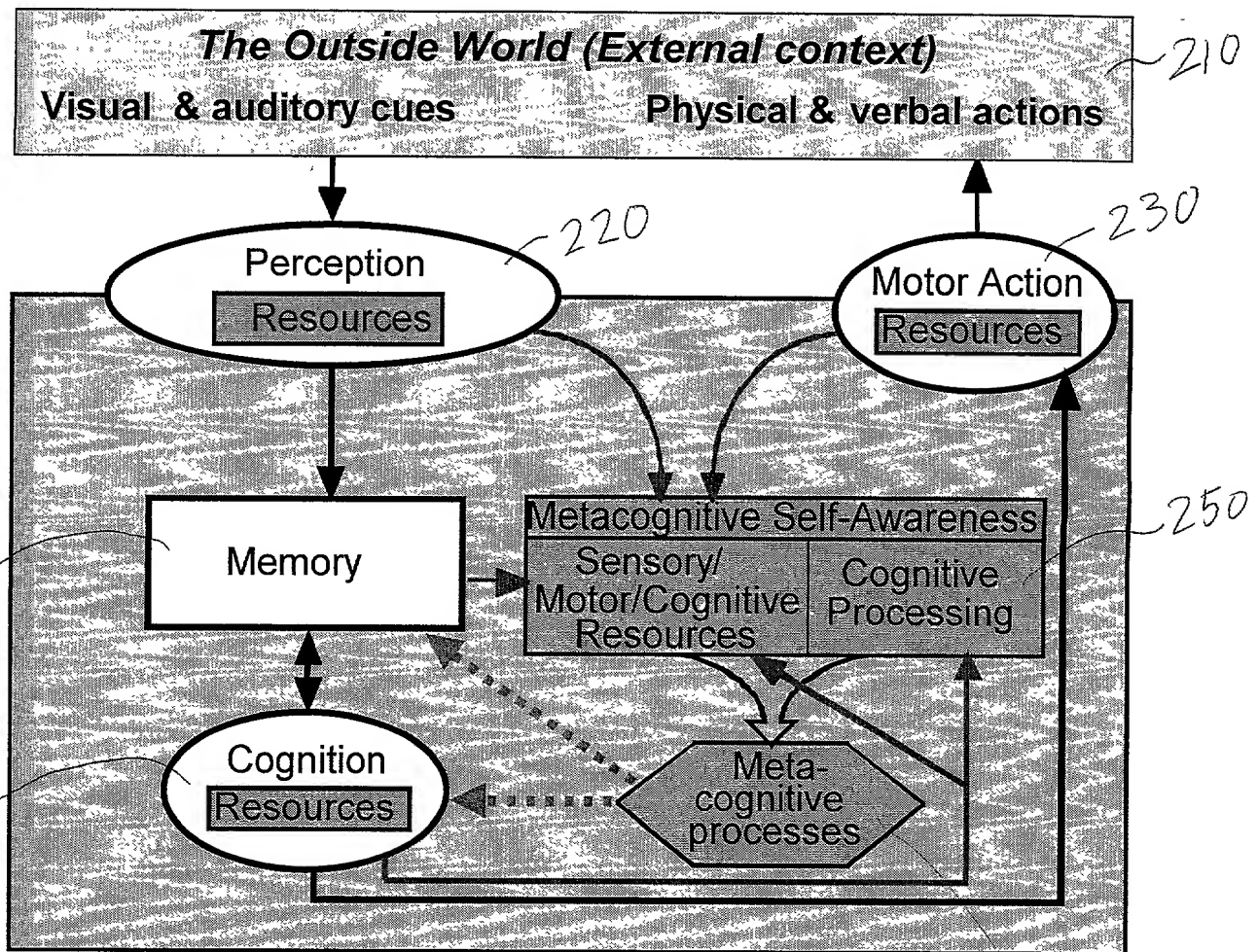


Fig. 4

[illegible]

270

CHI Systems Proprietary Information

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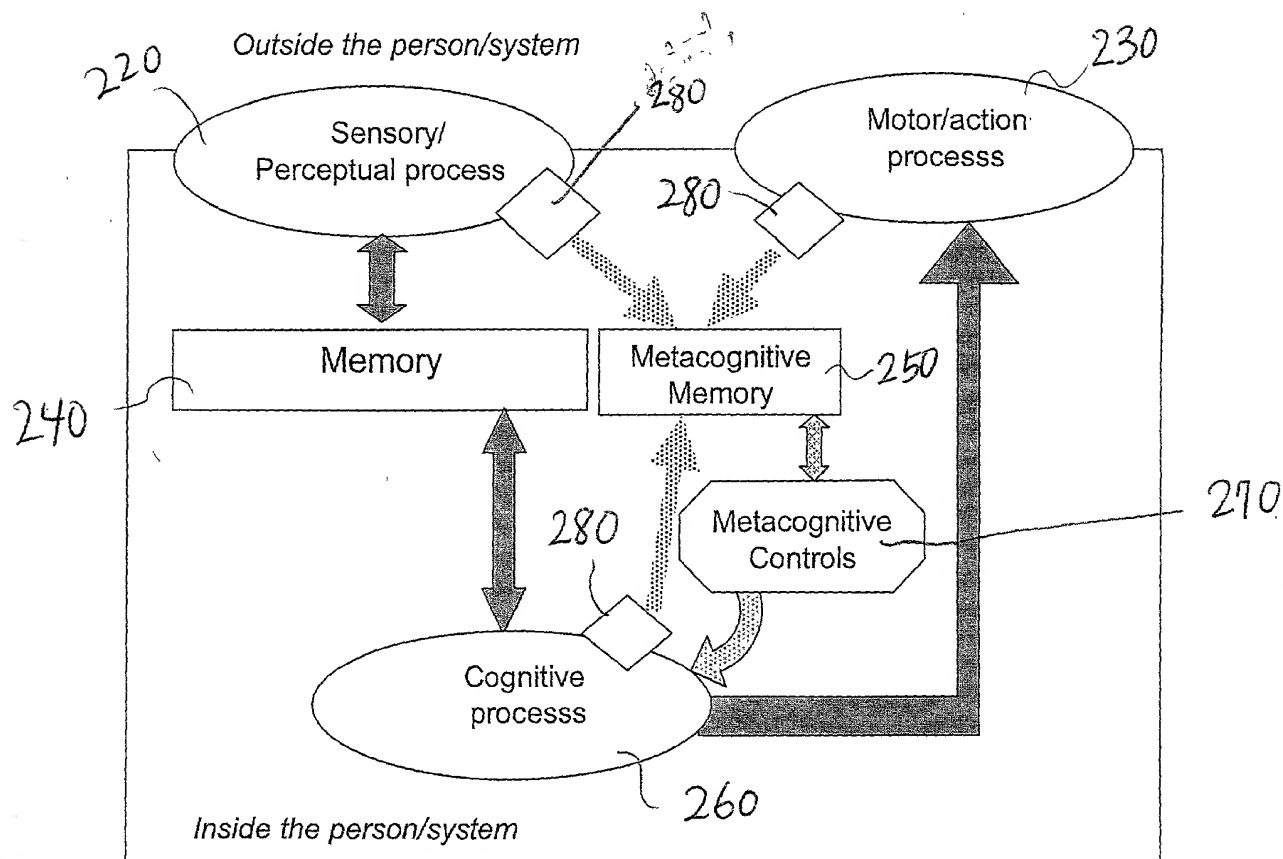


Fig 5

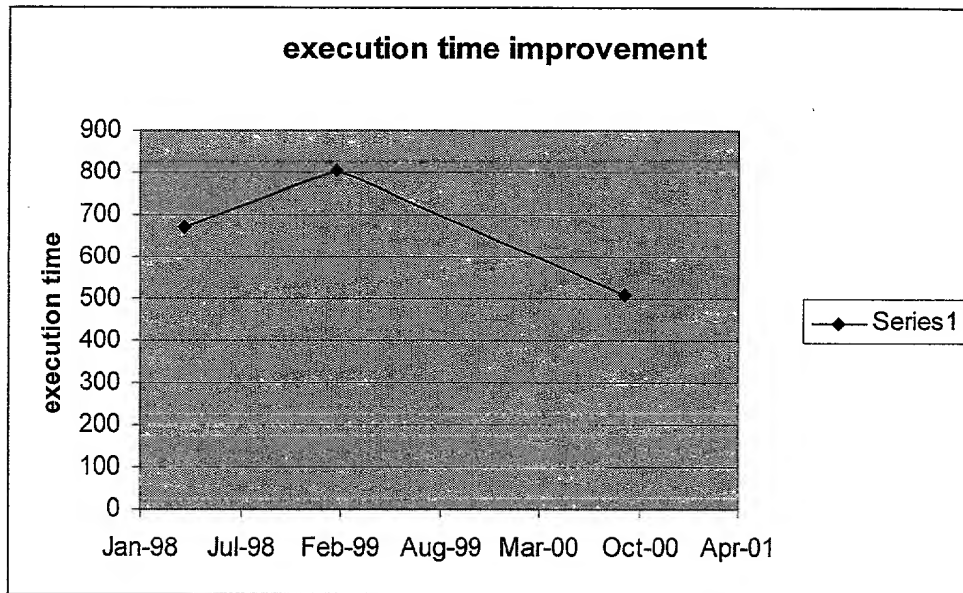
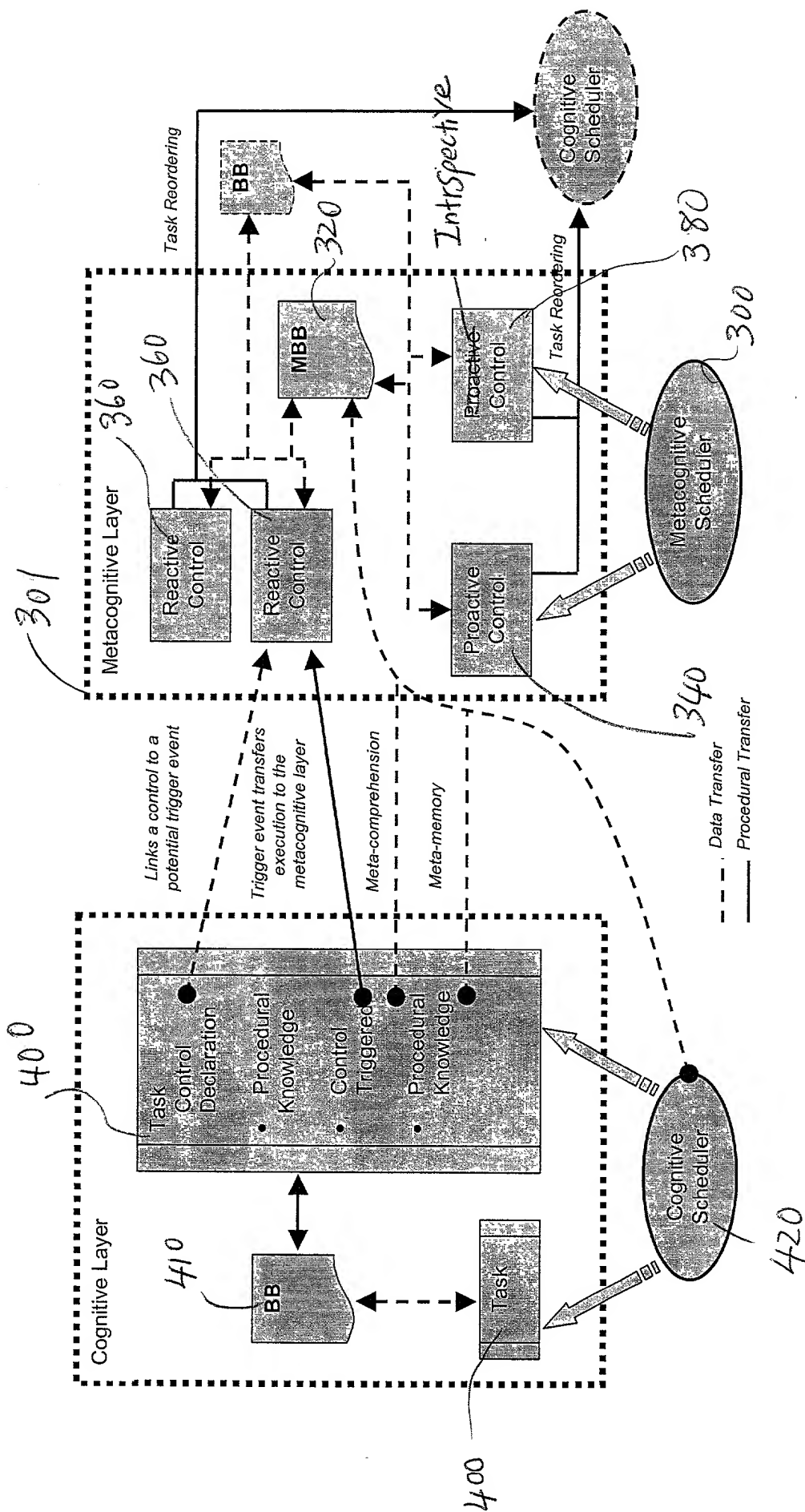


Fig. 6



[illegible][illegible]

Level name	Attributes	Links/Reverse links
Task	Name Number of started instances Total time spent Number of interruptions Number of suspensions Number of Goal executions Number of Determine calls Number of Method calls Number of Cel action calls Number of Ballistic action invocations Number of Micro model calls Number of Calculate calls Number of C++ action calls	Instances/Task Model/Tasks
Task Instance	ID Priority Status Context Trigger time Activation time Time spent Remaining time to spend Number of interruptions Number of suspensions Number of Goal executions Number of Determine calls Number of Method calls Number of Cel action calls Number of Ballistic action calls Number of Micromodel calls Number of Calculate calls Number of C++ action calls	Task/Instances
Model	Name Time Spent Shell queue size shell queue latency shell queue next time update	Tasks/Model

Table 2.

TABLE 2